



# INSTRUCTION MANUAL





## PRIMARY GOALS

Zen Pinball 2 captures the atmosphere of real-life pinball machines.

The rules are simple:

the player has to keep the ball on the playfield by using the flippers,  
and - occasionally - by slightly nudging the table.



## BASIC RULES

Each target, loop and ramp scores a certain amount of points, and there are special modes that can be triggered by specific methods on each table.

During these modes the rules change and special shots or combos are available.

The flashing lights on the playfield and the messages on the dot matrix display always tell which way to shoot the ball.



## FLIPPERS

To activate the flippers use the L and R buttons,  
or tap anywhere in the lower left or right corner of the display.

Timing your action you can shoot ramps,  
orbits and targets with the ball.



## BALL LAUNCHERS

Each ball can be launched to the playfield manually with a plunger on the right side.

Use the right stick to adjust the strength of the launch.

Most tables have a Skillshot that rewards the player for a launch with appropriate strength or timing.



## CHANGING VIEWS

There are 8 views in Zen Pinball 2 to follow the action, as well as a Free View option to explore the depths of the playfield.

Pressing the Change View button cycles through the 8 basic views.

Holding the Change View button activates the Free View mode, which allows the player to look around by tilting the system itself.



## MULTIPLAYER MODES

There are two types of multiplayer modes in Zen Pinball 2:  
Local Hotseat, and Online Multiplayer.

Local Hotseat mode allows up to four players to compete on the  
same system following the classic arcade rules:

the turn passes after a ball is lost.



## MULTIPLAYER MODES

Online Multiplayer mode allows up to four players to participate at the same time on their own system via online connection.

The one who reaches the target score first wins the race.

It is also possible to set a time limit for the multiplayer race.



## MULTIPLAYER MODES

The player with the best score within the time limit wins the match.

Players can lose an unlimited number of balls, but they are penalized a percentage of their score for each lost ball.  
The host sets the target score and the lost ball penalty.



## MULTIPLAYER MODES

Every competitor who finishes a game earns 10 points.

Winners are awarded 100 points for a completely public match and 20 points for a match with one or more private slots.



## SCOREBOARDS

Zen Pinball 2 features scoreboards.

Increase your position by improving  
your highest score on any table!



## TROPHIES

Please note that Zen Pinball 2 Trophies are not accessible if you activate the slow motion feature.



## PRO SCORE

Each time you finish a single-player game, a current Rank Value between 1 and 1000 is calculated for the best score you had on the table you have just played on.

Your Pro Score is the sum of the current Rank Values you have on all the tables you own.

Please note, your Rank Values, as well as your Pro Score might change over time, depending on the new scores posted by others throughout the various tables' overall scoreboards.



ZEN PINBALL

## TEAM SCORE SCOREBOARD

Join up with your friends to rank higher on the  
Team Score Scoreboard!

Your Team Score grows when you and your friends set new high  
scores and when you play with new tables for Zen Pinball 2.

The more pinball tables and more pinball-loving friends you have,  
the higher your rank will be on this Scoreboard!

## **WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

**IMMEDIATELY DISCONTINUE** use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.**

## **Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

## FCC AND IC NOTICE - PART 1

**This device complies with Part 15 of the FCC Rules.**

**Operation is subject to the following two conditions:**

- (1) this device may not cause harmful interference, and
  - (2) this device must accept any interference received,  
including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

## FCC AND IC NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.**

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

Software licensed for play on PlayStation®Vita systems in the Americas.  
Use of the PlayStation®Network is subject to applicable user  
agreements and privacy policies found at:

**[www.us.playstation.com/support/useragreements](http://www.us.playstation.com/support/useragreements).**

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